

We claim:

1. A computer implemented method of providing self directed online interactive experiences such as learning or game playing by multiple participants on user general purpose computers having a memory device and a display device, the user computers being coupled to a computer network, the computer implemented method comprising:

storing a database of interactive experiences in a storage medium of a remote host computer coupled to the network, said host computer having web server capabilities;

multithreading the access of said database whereby multiple participant users of general purpose computers may simultaneously access and participate in selected ones of the stored interactive experiences;

providing navigation capabilities in the host computer whereby a participant user on a user general purpose computer may selectively navigate a host management system programmed into the host computer, and

accessing a desired interactive experience from the interactive experiences stored in the host database with at least one of the user general purpose computers over the network and displaying it in a screen of the display device of the at least one user computer for interactive participation in the experience by a participant user.

2. The computer implemented method of claim 1 including providing index capabilities in the host computer whereby a participant user may exit participation at any desired time and will be automatically returned to the place of termination upon re-accessing the database by the participant user for continued participation.

5 3. The computer implemented method of claim 2 wherein said interactive experiences are learning experiences for a learning management system and accessing includes accessing at least one course component learning experience selected from the group consisting of learn, complete course work, demonstrate knowledge, self evaluation and share course work.

10 4. The computer implemented method of claim 3 wherein accessing the learn component of the course component learning experiences includes accessing at least one course section selected from the group consisting of course objective outline, provision of learning materials, tools for navigating selected portions of the host computer learning management system and display of concepts.

15 5. The computer implemented method of claim 4 wherein accessing display of concepts includes accessing at least one of the display of concepts selected from the group consisting of an engaging interaction, a web site visit, a real-world simulation, hard copy documentation and electronic collaborative communications.

6. An apparatus for providing self-directed online interactive experiences such as learning or game playing by multiple participants comprising:

a host computer system coupled to a computer network and having a storage medium storing a database of interactive experiences and programmed with a delivery management system;

a plurality of user general purpose computers coupled through the network to the host computer system for displaying user selected interactive experiences from the host computer management system for interactive user participation in a selected experience;

said host computer system programmed for multithreaded access of the host management system whereby multiple participant user computers may simultaneously access and participate in selected ones of the stored interactive experiences; and

said host computer system further programmed for providing navigation capabilities in the host computer system whereby a participant user may selectively navigate the host management system on a participant user computer.

7. The apparatus of claim 6 wherein said host computer system is further programmed for providing index capabilities in the host computer system whereby a participant user may exit participation at any desired time and will be automatically returned to the place of termination upon re-accessing of the database by the participant user for continued participation.

8. The apparatus of claim 7 wherein said interactive experiences are learning experiences for a learning management system and wherein said learning experiences are at least one course component experience selected from the group consisting of learn, complete course work, demonstrate knowledge, self-evaluation and share course work.

5 9. The apparatus of claim 8 wherein the learn component of the course component learning experiences includes at least one course section selected from the group consisting of course objective outline, provision of learning materials, tools for navigating selected portions of the host computer learning management system and display of concepts.

10. The apparatus of claim 9 wherein course section display of concepts includes at least one of the display concepts selected from the group consisting of an engaging interaction, a web site visit, a real-world simulation, hard copy documentation and electronic collaboration communication.

11. A storage medium encoded with machine-readable computer program code used in a host computer system for remote participation in online interactive experiences such as
15 learning or game playing by multiple participants, the storage medium programmed for multithreaded access of a database of the host computer system whereby multiple online participant user computers may simultaneously access and participate in selected stored interactive dynamic experiences, and further programmed for providing navigation capabilities in the host computer

system whereby a participant user may selectively navigate the database with an online user computer.

12. The encoded storage medium of claim 11 wherein the storage medium is programmed for providing index capabilities whereby a participant user may exit participation on an online user computer at any desired time and will be automatically returned to the place of termination upon re-accessing the database by the participant user for continued participation.